

PORTER UN CHAPEAU

MAINN



SILENTMANJOE
The Mann Behind The Mask

MANN OF THE WEEK

SilentManJoe

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Many in the TF2 community know of SilentManJoe, a man with a reputation for his humorous and high quality animations in the SFM program. His videos regularly find themselves garnering laughs and smiles from many across the TF2 spectrum. From small discord calls to random 2Fort servers, it's likely if you say the name SilentManJoe someone will quote one of his hilarious animations.

Regularly acquiring hundreds of thousands to sometimes millions of views, his work not only vastly impacted many of the TF2 community, but has expanded its reach across gaming cliques, with many of his top videos not even relating to TF2 themselves. Joe is a beloved member of the community and continues to create outstanding work, but how much do his viewers and the TF2 community really know about this pivotal influencer in TF2 content creation? How many of us have truly had the opportunity to look at the Mann behind the mask?



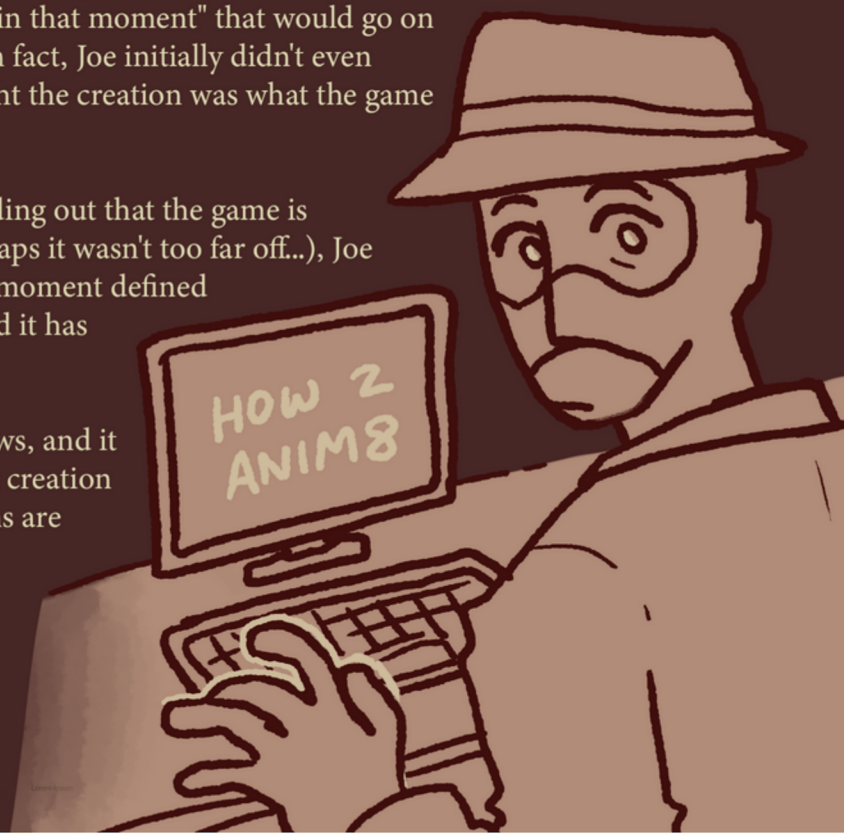
Life as a content creator or SFM animator may look glamorous and it may feel as if sometimes our favorite creators just pop out of nowhere, but the reality is everyone has an origin story, and the humble Joe's begins back in the age of the dinosaurs, the prehistoric era of TF2's past... **2012.**

Meet the Team shorts, regularly scheduled updates and Gibus spies trying to sap your own team's sentries defined the early days of TF2, and it was this promising environment that dragged Joe into the TF2 community. Specifically, one beloved GMOD artist's masterpiece: the iconic "Team Fabulous 2" by the late Kitty0706.

Joe recalls seeing the video pop up on his feed and being drawn in by the outstanding nature of this game, the marvels of unique character design, engaging personal shorts introducing him to this hilarious group of mercenaries that he came to fall in love with, all topped off by the wonderful animation of Team Fabulous 2. He himself described it as "a small seed, planted right in that moment" that would go on to bloom and shape him into the creator he is today. In fact, Joe initially didn't even realize Team Fabulous 2 was an animation, and thought the creation was what the game consisted of.

A little disappointed after his initial experiences of finding out that the game is not in fact exactly like Team Fabulous 2 (though, perhaps it wasn't too far off...), Joe would still fall in love with the game. He believes that moment defined his love of TF2 and his appreciation for animation, and it has been the deciding factor that shaped who he is today.

However, life isn't always filled with Übers and rainbows, and it can be especially said so for Joe's early years of content creation and experience in the TF2 community. Joe's animations are truly something special, and he takes care to polish his unique craft, whether it be the plot writing, the hours of animation that goes into a small 30 second clip, or the pressure that comes with a Youtube based career. Joe wasn't always a full time Youtube animator, working 2 undisclosed retail jobs before quitting to become a full time content creator.



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He decided to pursue Youtube and animation full time during the dreaded year of 2020, which to him sparked both realization and opportunity for him. Free time, anxiety and isolation defined the year 2020 for many across the world, but as Joe grappled with the struggles of the pandemic, he jumped at the decision to do what makes him happy: animation and TF2 (in a lot of cases, together)

With more time to put out content, Joe's Youtube career began to take off, evolving from "Heavy Is Dead" and "YTP" style posts to his more modern casual memes, recreations of scenes from various media, or just passion projects. However, Joe had to face struggles following his decision to become a full time animator. .

Joe described the experience as **"...a lot of doubt in my Youtube career. For the longest while, it was doubt, and maybe and no one really believed and invested in what I wanted to get into. And it took a lot. But eventually I made it."**

Joe has further struggled with pressure to produce enough content for him to make a living, sacrificing some quality over quantity that left him frustrated and suffering burnout at times- a common strife of artists today.



Though he's always against the clock, Joe is passionate about his work and loves his creations, putting in very clear effort that shines through in every video. In fact, sometimes Joe feels he spends too long on projects, once again pressing up against the schedule of his upload plans, which affects his motivation and forms stressful habits Joe must face constantly in his work. Yet today, he's found a balance between work and personal life that he is content with, taking the opportunity to separate himself from his Joe persona.

The name SilentManJoe was not even initially his first alias, originating with the name "Ptaraz" (Joe wishes for me to emphasize the P is silent here). He eventually abandoned the name due to how frequently people mispronounced it, and elected to create the name "SilentManJoe" as a combination of self-descriptors: A "Loner/silent type, certainly a man and, above all, an ordinary Joe."

As Joe's career has progressed, he's made it a point to develop a clear distinction between his personal life and the one he lives as SilentManJoe. He describes purposely acting with difference upon donning the online mask, crafting the Joe persona and creating a distinct sense of place and persona to those familiar with him and his channel. His personal life varies in many ways, from his social circle, his interactions outside of online spaces, and ultimately how he goes about his day to day life.



Joe's work has seen very distinctive styles and evolutions over his channel's history, but it has distinctly remained a lighthearted, humorous vibe at heart, with silly jokes and memes aplenty. While interviewing Joe, he revealed exciting future plans and prospects that may come to fruition soon, as a project he detailed as "Joe Lore". Perhaps inspired by the talent of the "Emesis Blue" horror film (which Joe has stated he greatly admires and loves), Joe is looking into perhaps enacting his own plans for a more plot centered series of animations, the idea originating from a recurring spy design in some of his videos.

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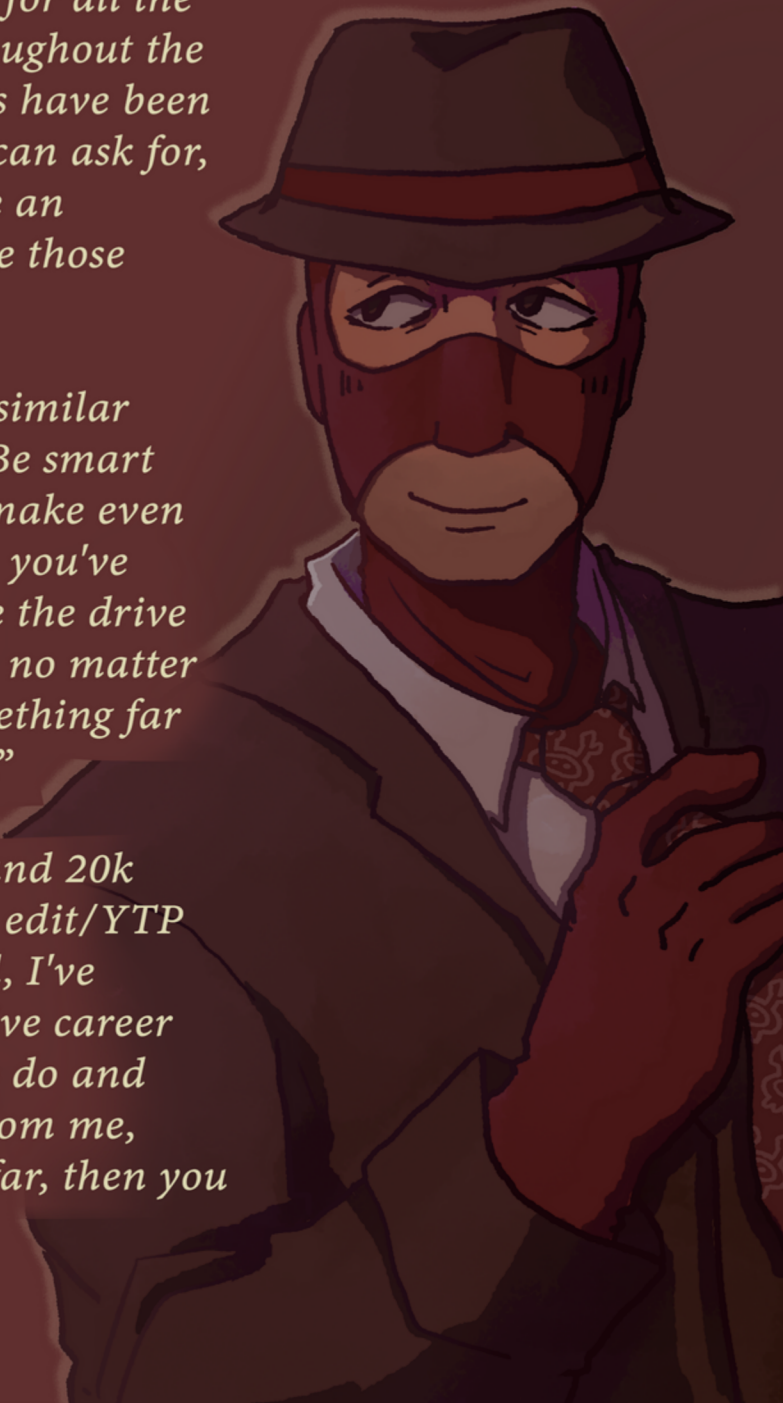
At the end of the day, what drives content creators, whether it be from Team Fortress 2 animators, gaming channels or whatever branch of content derives someone's passion, what lies at the heart are the fans. Through thick and thin, good times and bad, the fans are what make up a channel. Watching videos, making donations and leaving their thoughts and kind words in the comments section greatly impacts content creators in a special way. Every influencer has their own unique relationship with their fanbase, and Joe is no different, dedicating a few words he wanted his fans to know.

"I want to say two things. One, thanks for all the support, love, and encouragement throughout the years, through thick and thin. You guys have been the absolute best audience a Youtuber can ask for, from the support, your patience, it'd be an understatement to say that I appreciate those traits to no end."

"As for advice for those out there with similar aspirations, you just have to go for it. Be smart about it, of course, but if you want to make even the most impossible dreams come true, you've gotta take the risk. As long as you have the drive and passion for it, and you work on it, no matter how small, you'll eventually build something far greater than you can possibly imagine."

"I thought my peak was gonna be around 20k subscribers still making the occasional edit/YTP shitpost, but as I've somehow managed, I've turned it from a mere hobby to an active career doing something I've always wanted to do and actually getting good at it. So take it from me, your average joe, if I can make it this far, then you can too."

- SilentManJoe



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MONSIEUR*

Hat: Hat of Cards
Muffler: Intangible Ascot
Coat: Chicago Overcoat

Loadout by: The Cashriley

This week's Workshop Contributors are Kierz and Will-TVR. Our team conducted an interview with them regarding their recent contribution to the workshop, "Weird Altruist", and how they came up with the idea of creating the cosmetic.

Before we start to talk about their recent hat, let's firstly get to know a little bit about the creators.

Will-TVR has contributed a lot of hats to the workshop, and one of them even got accepted into the game! It was the Halloween blue grade hat, "SCARIEST Mask Ever". You have probably seen some players running around with it in-game.

We've also asked Will about his other works, especially those which he is proud of.

The first cosmetic he named was "Weird Altruist", according to him. He stated that appearance-wise, "This hair might be my favourite right now, as I was able to do new stuff I hadn't gotten to do before with it. And I think it worked."

While as for tech-wise, he said that his favourite hat is Bionic Bowler, "I still really like this one for the jigglebones I was able to do for it."

It has not been accepted to the game yet, but let's hope that it will!

Now, let's talk about Kierz. He, of course, encountered some problems while making Weird Altruist. He told us that the cosmetic looked a bit bad in the concept art stage of making it. According to him:

"I think really the only difference in the concept art was the hair length was slightly longer and looked slightly worse to put it bluntly, in the second version I had a friend help refine the hair to look more like hair than scribbles."



We've also asked if we should expect more of these types of cosmetics also on all classes, Kierz commented on it like this:

"From what it seems like hair is difficult to model so I might just stick to hats/clothes/accessories more than anything, and the hair works really well with other cosmetics so it doesn't just fill a gimmick, so we'll see"

Well, personally, I hope that there will be such cosmetics on all classes!

Yes, it's a good cosmetic, but what about its backstory? It's quite interesting! Kierz informed us, that he was thinking of ideas one night while playing Team Fortress 2 and then he saw Medic using the Surgeon's Squeezebox taunt. He was also going to a Weird Al concert in the next few months so his thoughts "Kinda just clicked together".

And as we can see, this hat not only references Weird Al in its name, but it also resembles his hairstyle! Kierz and Will came up with a good idea for a cosmetic, huge thanks to both of them for talking with our team! We also highly recommend voting for it on the workshop, using the link to it below!

<https://steamcommunity.com/sharedfiles/filedetails/?id=2959164385>

That's all for this week's edition of Workshop Creators of The Week and Special Thanks to Kierz and Will-TVR for agreeing to do an interview with us! Make sure to also check their other workshop creations in the link below:

<https://steamcommunity.com/id/Will-T/myworkshopfiles/>
<https://steamcommunity.com/id/NotKierz/myworkshopfiles/>

Extinction is simply excellent. The scenery is beautiful, the stylizing is great, and the gameplay is beyond phenomenal. If this map does not get added to the supposed “Holiday Sized Update” coming this summer, it will be a tragedy to behold.

The creation of this map was masterfully done, as it fits beautifully into the iconic art style we’ve grown to know and love over the years. Bones from dinosaurs long gone stick out of rock faces, signs telling you to “be safe” scattered across the various points, geysers shooting from water pools, and lava pockets that soar above the cart track, they all come together to tell a wonderful story of an era long gone.



Oh, and those aforementioned geysers? Those not only look gorgeous, but they also serve to be the highlight of the map. They launch you in the air and help you get from one place or another, or if you are anything like me, they give you some jaw dropping sniper clips. Using the machina to get a fully-charged-512-damage-headshot-kill midair, is genuinely one of the best feelings you can get in this game.

Another thing is, with these geysers, they do not stop a Demoknight shield charge, so trimping just got a whole lot more fun.

As for the rest of the map’s geometry, it flows really well (aside from a few spots, but we’ll get to that). The flanks are very well thought out, and have been created with the geysers in mind. The geysers getting you places can seem unintuitive at first, but after a match or two, the routes tend to stick in your head.

Some of my other critiques include Point B is a little too chokey, and could use an extra flank, and the background for the map, as in the non-accessible areas, are a bit flat, and could use something to break up that badlands texture.

Overall, though, this is my number one map to get added. It’s got plenty of heart and soul poured into it, and that’s apparent by the design alone.

Everything from the pyro-shark play-puddles to the cracks in the sandstone walls, deserves to be in Team Fortress 2.

Steam Workshop Link:

<https://steamcommunity.com/sharedfiles/filedetails/?id=2961457712>

尾田's Healing Effect

The 尾田's Healing Effect Mod is a mod made by ghytd/尾田 that replaces the boring and soulless default medibeam with a brand new beautiful beam!

The Mod changed most healing effects like:

Medigun and Dispenser beam
Area Health Regen
Megaheal from the Quick-fix
Overheal
and Health Gain effects (like Medkit, Crossbar Arrow, etc.)



<https://gamebanana.com/mods/401192>

Rami Hud!



Rami Hud is made by Rami85 and it's a TF2-styled hud that tries to center things a little bit so you just have to look at your health and your crosshair.

According to Rami85 "The hud uses the Improved Default Hud as a base, the most heavily edited aspects of the hud are just the in-game hud so pretty much everything else is the same as the default hud."

I recommend it because it has a cartoony style and is comfortable to use.

<https://gamebanana.com/mods/439294>

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